

# INDIANA JONES

and the

## LAST CRUSADE

### About Indiana Jones and the Last Crusade: The Graphic Adventure

You direct the actions of Indy (and occasionally his father, Henry) in a quest to recover the Holy Grail. Although in many cases you will be able to duplicate the course that Indy took in the movie, at other times you will find alternatives and unfamiliar locations before you. Challenge yourself to learn to think, react, and fight like Indiana Jones, to succeed while confronting the unknown.

To help you solve the game's dozens of puzzles, we've included a copy of Henry Jones's *Grail Diary*. This is the diary that Indy's father used to record research and rumors about the Grail. It contains many helpful clues, and using it will be the only reliable way to choose the true Grail at the end of your journey.

We've also included a special Translation Table that Indy uses to help him translate ancient inscriptions. There are several critical points where you must make the correct translation to proceed.

If this is your first computer adventure game, be prepared for an entertaining challenge. Be patient, even if it takes a while to figure out some of the puzzles. If you get stuck, you might need to solve another puzzle first or find and use an object. But

hang in there and use your imagination, and you will guide Indy to the Grail!

### Loading Indiana Jones and the Last Crusade: The Graphic Adventure

To play *Indiana Jones and the Last Crusade* use the following commands:

<b>c:</b> (ENTER)	switch to the correct drive
<b>cd \indy</b> (ENTER)	change to the correct directory
<b>indy256</b> (ENTER)	start the game

### Things to Try in the Gym

**Close the door to the hallway.** Select "Close" from the Verbs and then click on the door to the hallway, creating the sentence, "Close door." Click again on the door to execute the sentence. Indy will walk over to the door and close it. Notice the switch on the wall that was hidden by the door.

**Ring the bell by the side of the boxing ring** with the sentence "Use mallet with bell."

**First**, place your cursor over the "Use" verb and click once. "Use" now appears on the Sentence Line.

**Second**, place the cursor over the mallet next to the bell, and click once, creating the sentence "Use mallet with."

**Third**, select the bell by moving your cursor over the object in the Animation Window. By double-clicking on the bell you can complete the sentence and execute it at the same time. Notice that Indy was smart enough to pick up the mallet first.

**Turn off the lights** by moving the cursor over the light switch and clicking once to form the sentence "Walk to light switch." Then click once on the "Turn off" verb, causing "Turn off light switch" to appear on the Sentence Line. A final click on the verb "Turn off" will start the action. Notice that the final click can be on the noun, the verb, or the Sentence Line. Indy will turn the lights back on automatically.

**Read the sign over the locker room entrance** by clicking once on "Look" and then twice on the sign. Indy will walk over and tell you what the sign says.

**Open the door to the hallway** (you should be able to do that by now) and walk out into the college hall to find some new things to do. Finding Indy's office should be a good place to start.

### Function and Command Keys

Save or Load a Game (Only when the full set of verbs is available)	<b>F5</b>
Bypass a Cut-Scene	<b>ESC</b> or second mouse/joystick button
Restart a Game	<b>F8</b>
Pause the Game	<b>SPACE BAR</b>
Message Line Speed:	
Faster	<b>&gt;</b>
Slower	<b>&lt;</b>
Sounds Off/On	<b>ALT s</b>
Reposition Instantly (Use instant repositioning if you find scrolling is too slow)	<b>ALT i</b>
Mouse On	<b>ALT m</b>
Joystick On (Be sure to center joystick first)	<b>ALT j</b>
Exit Game	<b>ALT x</b>

## Talking to Characters

If there is someone worth talking to nearby, the "Talk" verb will be highlighted in a bright color. At all other times the verb will appear dim, showing that there is no one you need to talk to. When you click on the "Talk" verb, "Talk to" will appear in the Sentence Line. Just click on the person you want to talk to, and if it is possible to talk to them, their name will appear. Another click will start the conversation.

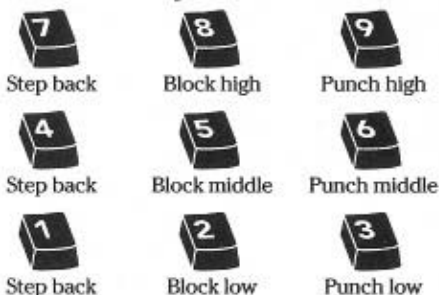
In a conversation, you will have to select what Indy (or Henry) says from among the possible phrases at the bottom of the screen. Just click on the phrase you'd like to have the character say. Choose carefully! Indy is often in situations in which a few indiscreet words will land him in trouble! In addition to the possible phrases, sometimes you will have the option to "Offer an object" or "Throw a punch." Throwing a punch puts Indy directly into a fight (see below). Offering an object will give you access to the objects in the character's inventory. You can then choose an object to offer, or change your mind and return to the conversation.

## Fighting

### Sometimes you may choose fists over wits.

Since many adventure game players prefer solving puzzles to testing their reflexes, we've provided opportunities for you to steer Indy around any and all fighting — if you're clever enough. Still, just as in the movie, it often seems harder to outsmart someone than just to haul off and wallop him. Since Indy is a physical kind of guy, we've provided a way to do just that. When you're in a conversation with someone, if appropriate, you'll have the option to "Throw a punch." Clicking on this will start a fight sequence. In addition, if Indy is in a dangerous spot (and he usually is) many of his choices could lead to a fight.

Notice the displays for Health and Punch Power, both for Indy and, below that, for his opponent. The Health display consists of a bar shown in two colors. The leftmost color shows Indy's Vitality, and the rightmost color represents Indy's Energy. As he is hit, his Energy will go down. After his Energy is gone, further punches will decrease his Vitality. When that is gone, he will be knocked unconscious. If Indy is allowed to rest while fighting, his Energy will gradually increase until it

**Fighting Controls** Use these keys to control Indy in a fight.**Indy is on the left****Indy is on the right**

matches his current Vitality. But his Vitality can only be increased outside of fights, by finding the proper item to heal his wounds.

The Punch Power display shows how powerful Indy's swing will be. Each time Indy tries to hit, he'll put all his Punch Power into the swing. Then the Punch Power will take a few moments to build back up to its maximum. If you have Indy swing again too quickly, he will not hit with his maximum power. Of course, it may be more important to keep your enemy off balance than to hit for maximum effect. Indy can punch High, Middle, or Low, to try to get past his opponent's defenses. Each enemy has his own individual strengths and weaknesses.

Indy also has some defensive moves. His opponents will often set their fists a moment before they try to punch. If you watch for this and have Indy block at the same level (High, Middle, or Low), you will successfully block the punch. This will tire the enemy without harming Indy. Also, Indy can step back to increase the distance between him and his opponent. This can be used to buy a little time for Indy to recover some of his Punch Power and Energy.

Use the keyboard to control Indy during a fight. If Indy is too far from his opponent to land a blow, you can make him step forward by pressing any of the punch keys.

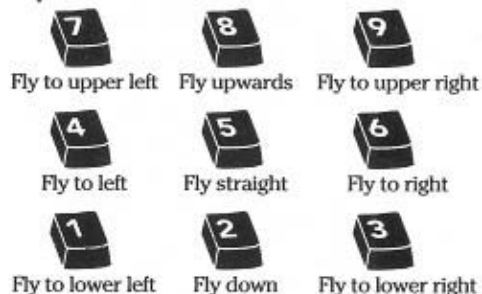
**Navigating Through Mazes**

**At times, Indy will find himself in unfamiliar territory.** You will be controlling him from a distant, top-down perspective. You will only be able to see as far as Indy can see. Just click on the spot

you want Indy to go to, and he will walk there. There you may encounter dangerous enemies. If you cannot run from them, you will find yourself in a closeup view and an opportunity to talk or fight your way out of trouble. If you see a door you would like to open, or a room, click on it, and you will find yourself next to the door, or in the room.

**In the Biplane**

**Eventually, you will end up in a biplane fleeing Germany.** You, as Indy, are controlling the movement of the biplane. Your father is manning its machine gun. He's not a very good shot, so you'll have to keep the plane steady if you want him to hit anything at all. Don't let the enemy planes fly directly behind you for long, or they will shoot you down. The longer you stay in the air, the farther you'll get in your escape from Germany.

**Biplane Controls**

## The Grail Diary

Henry Jones kept track of his own lifelong search for the Holy Grail in the *Diary*. It covers the detective work Henry did to find the clues to the Grail and includes a number of different accounts, each with a unique description of the Grail. Scattered throughout your quest for the Grail, you will find clues that will help you determine which of these accounts is the correct one. You should have a good idea of what the Grail looks like by the time you reach it.

Part of the *Grail Diary* is included within the computer game. Indy must find this *Diary* before he can find the catacombs in Venice. By constructing the sentence "Open grail diary" or "Look grail diary" you can look at the *Diary* when it is in his inventory. If there is a reference needed to help with your current situation, it will be shown on the screen.

## Indy Quotient (IQ)

When you watch a movie and the hero does something you *know* is stupid or dangerous, have you ever wished you could make him try something different? This is your chance. With our *Indy* game, you are the one making the decisions. We want you to have the chance to actually *be* Indiana Jones, not just follow a script. You can improve on the choices Indy made on the big screen. And you can see how well you've done.

When you call up the Save/Load Game screen (F5 key), you will notice a display in the upper right corner for *IQ*. There are two numbers there, labelled *Episode* and *Series*. Since there are many paths to the Holy Grail, and not all of them are equally difficult, we have added the *IQ* rating to let you measure how well you are playing the role of Indiana Jones. Your *Episode IQ* measures how well you are doing in the current game. Your *Series IQ* measures how well you have done in all the games you have played to that point in time. You score *IQ* points when you solve puzzles, get past obstacles, or find important objects. When there are several solutions to a problem, you will only score once for solving it in that particular game (*Episode*); if you complete the game, and then go back and solve the same puzzle a different way, you will get additional

*IQ* points in your *Series* total. The maximum possible score for the full *Series* is 800. Your *Series* points are saved when you finish a game, save a game, or load a game. When you start a new game you will have no *Series* points until you load or save a game.

## Special Verbs and Function Keys

**To travel to a distant location**, select the verb "Travel." Like "Talk," this verb is only active at certain times, for instance just outside of Indy's college. Later, Indy will be able to travel to and from the piazza in Venice.

**To control a different character (Indy or Henry)** a special "verb" will appear. If you are in control of Indy, the verb will be "To Henry," and if you are controlling Henry, you can choose "To Indy." This verb will only be active in a few locations after you have found Henry.

## A Few Helpful Hints

- Pick up *everything* you can. Odds are, at some point all those strange things will serve some purpose.
- Read the *Grail Diary* thoroughly. It contains important clues.
- Make finding the computer version of the *Grail Diary* your first goal in the game.
- Don't depend too much on what you saw happen in the movie. There are often alternatives in the game.
- If you get stuck and can't figure out how to proceed, try looking through all the items you've found and thinking about how each one might be used. Think about the places you've gone, and the people you've met. Chances are, there will be a connection that'll put you back on track.
- Save your game before attempting something that seems dangerous, particularly in the castle or zeppelin.
- One or two of the puzzles require cooperation between Indy and Henry.
- There is more than one way to solve many of the puzzles.
- If you need help, refer to the Game Walkthrough on page 64.